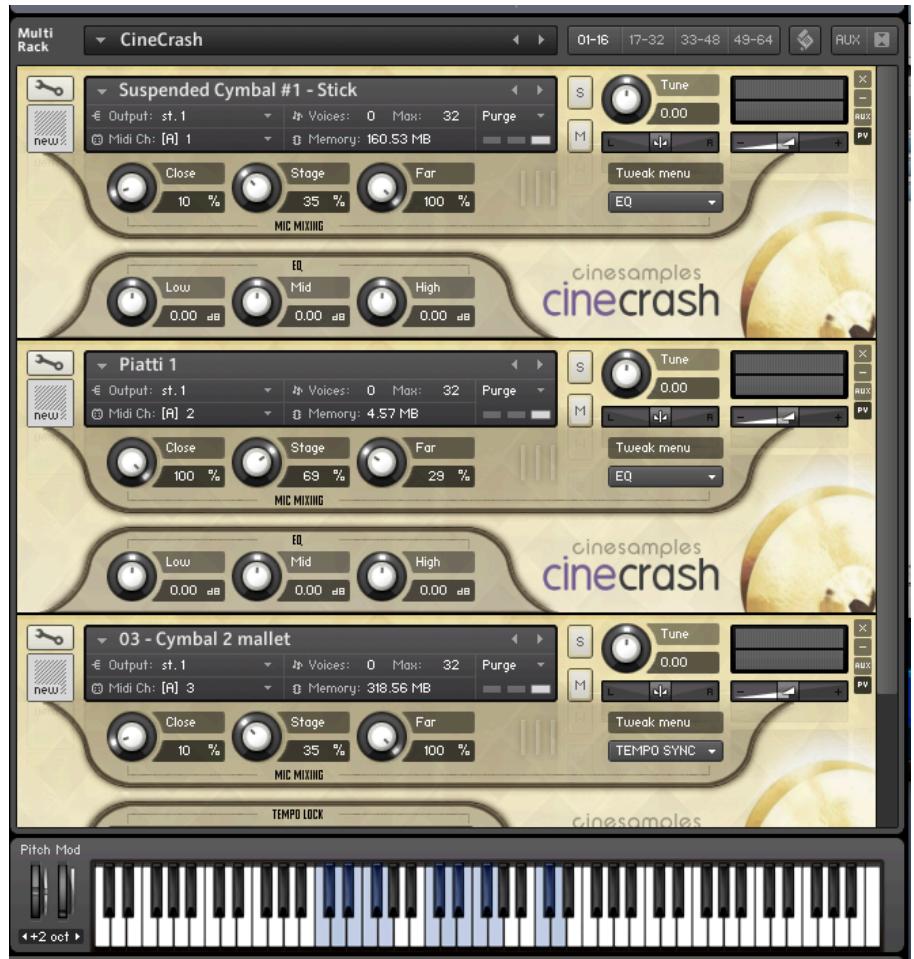CINESAMPLES
PRESENTS

CINECRASH

USER MANUAL AND USER AGREEMENT

TIME FOR A CHANGE OF THE GUARD

For years now we have been hearing the same one or two cymbal patches everywhere we turn - on TV, at the cinema, on our game consoles and on the web. When we started recording our own making our own percussion series we knew immediately the cymbals would be a must.

When evaluating how to produce this library we thought it best to just step completely out of the way and let the samples do the talking. In cinecrash you will find 5 basic patches and a 3 multi/condensed patches for those who are trying to cut back on their track count these days.

If you are an owner of Kontakt 4.1 please take advantage of the NCW feature which will reduce the library size by around 60% for very little in return.

CINECRASH (2.95 GB)

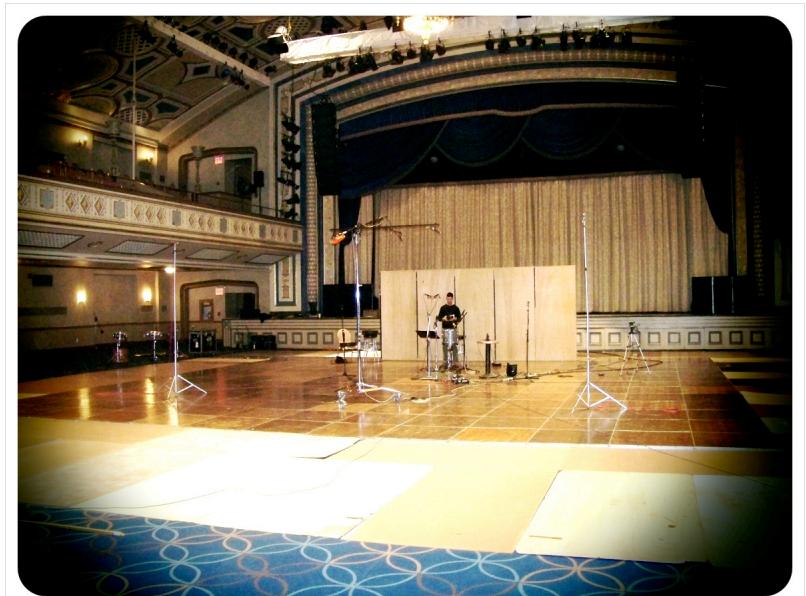## FOR OWNERS OF THE FULL VERSION OF KONTAKT 3.5+, 4+

(Free Kontakt Player will not work)

PATCH LIST
-Suspended Cymbal 1 (With mallets)
-Suspended Cymbal 1 (With sticks)
-Suspended Cymbal 2 (With mallets)

-Piatti 1 (Concert Crash 20")
-Piatti 2 (Concert Crash 18")

-All Cymbals, All Suspended, All Piatti

Performance and Mapping:

<u>Suspended Cymbals:</u> Using the suspended cymbals is very simple. From C2-G2 you will find 8 tempo synced crescendo rolls stacked in increasing length (C2 = 1 beat, C#2 = 2 beat). By beat count we refer to the actual time spent rolling so a four beat roll (D#2) will have that familiar 4 beat crescendo climaxing and ringing out on the 5th beat - or the first beat of the new measure at 4/4.

From C3 (Middle) to G3 you will find the single hits zone. Here are the 5 layers with 8 RR - brilliant for making your own flourishes in a pinch or for accenting a down beat. Try playing a quick 8 note tremolo on G and D to make a custom roll with little fuss.

On C4 and D4 you will find the familiar mod wheel rolls. Simply play and hold down a note and move the mod wheel up and down to taste. The script will automatically switch between layers. The rolls programmed on C4 end with a let ring while the D4 rolls end with a choke. C#4 will choke an active ring out from the rolls on C4.

<u>Piatti:</u> The piatti (aka Crash Cymbals) are even simpler to use. Crash cymbal 1 and 2 have all their hits mapped from C3 to G3 with C#3 choking any live sample. Crash cymbal 2 also has pre-recorded shorts crashes from C4 to G4.

USER AGREEMENT

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